This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A system, comprising:

a first unit configured to generate an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a virtual world;

a database ~~interconnected to an offline archive~~ storing a plurality of ~~objects associated with past programming events, the plurality of objects comprising~~ EPG objects ~~and non-EPG objects~~, the EPG objects comprising ~~a first class of objects~~ world descriptions that describe layouts and elements for providing a plurality of 3-D virtual worlds presentable in the EPG, and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

a user interface (UI) ~~for interaction~~ configured to allow a user to interact with the localized interactive content and e-commerce objects.

2.   (Original) The system of Claim 1 wherein the system comprises a set-top box, a television, or a VCR.

3.   (Original) The system of Claim 1 wherein the system includes a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

4.   (Canceled)

5.   (Previously presented) The system of Claim 1 wherein the EPG objects comprise a second set of objects that includes at least one of a schedule times, channel identification, or title, corresponding to a program.

6-7.   (Canceled)

8.   (Previously presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a

virtual world related to content selected by a user.

9.   (Original) The system of Claim 8 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

10.   (Previously presented) The system of claim 1 wherein the localized interactive content is uploaded in real time.

11.   (Canceled)

12.   (Currently Amended) A computer-implemented method, comprising:

generating an interactive three-dimensional (3-D) electronic programming guide (EPG), the 3-D EPG including a presentation of a 3-D virtual world; and

enabling a database ~~interconnected to an offline archive~~ storing a plurality of ~~objects associated with past programming events, the plurality of objects comprising~~ EPG objects and non-EPG objects, the EPG objects including world descriptions that describe layouts and elements for~~enabling~~ a plurality of 3-D virtual worlds, and including 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

enabling a user interface (UI) ~~for interaction~~ to allow a user to interact with the localized interactive content and e-commerce objects.

13.   (Previously presented) The computer-implemented method of Claim 12 wherein the EPG objects comprise a plurality of objects associated with current programming events.

14.   (Previously presented) The computer-implemented method of Claim 13 wherein the 3-D EPG resides in a set-top box, a television system, or a VCR.

15.   (Canceled)

16.   (Previously presented) The computer-implemented method of Claim 12 wherein the EPG objects comprise program schedule times, program channel identifications, and program titles.

17-18. (Canceled)

19.   (Previously presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world related to content selected by a user.

20.   (Previously Presented) The computer-implemented method of Claim 19 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

21.   (Previously presented) The computer-implemented method of Claim 20 wherein the content is uploaded in real time.

22.   (Canceled)

23.   (Currently Amended) A machine-readable storage medium tangibly embodying a sequence of instructions executable by the machine to perform a method for enabling a three-dimensional (3-D) electronic programming guide (EPG), the method comprising:

    generating an interactive 3-D electronic programming guide (EPG), the 3-D EPG including a presentation of a 3-D virtual world; and

    enabling a database interconnected to an offline archive storing a plurality of objects associated with past programming events, the plurality of objects comprising EPG objects and non-EPG objects, the EPG objects comprising including world descriptions that describe layouts and elements for a plurality of 3-D virtual worlds, and comprising 3-D images, alphanumeric text and video data, the non-EPG objects comprising localized interactive content and electronic commerce (e-commerce) objects; and

    enabling a user interface (UI) for interaction configured to allow a user to interact with the localized interactive content and e-commerce objects.

24.   (Previously presented) The machine-readable storage medium of Claim 23 wherein the EPG is stored in a set-top box, a television, or a VCR.

25.   (Original) The machine-readable storage medium of Claim 24 further including instructions to

provide a plurality of drivers, one of the drivers communicating with a separate unit to replenish programming information.

26.   (Canceled)

27.   (Previously presented) The machine-readable storage medium of Claim 23 wherein the EPG objects comprise program schedule times, program channel identifications, and program titles.

28.   (Canceled)

29.   (Previously presented) The machine-readable storage medium of Claim 27 wherein the EPG objects comprise a presentation of a virtual world related to content selected by a user.

30.   (Original) The machine-readable storage medium of Claim 29 wherein a subset of the virtual world is displayed as a matrix of rectangular boxes containing current program information.

31.   (Previously presented) The machine-readable storage medium of Claim 30 wherein a user chooses a virtual world to display programming information.

32.   (Canceled)

33.   (Currently Amended) The machine-readable storage medium of Claim 27 wherein the localized content is uploaded in real time.

34.   (Canceled)

35.   (Previously Presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world selected on the basis of a user's age.

36.   (Previously Presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world customized by user preferences.

37.   (Previously Presented) The system of Claim 1 wherein the 3-D EPG includes a presentation of a virtual world selected by a programmer.

38. (Previously Presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world selected on the basis of a user's age.

39. (Previously Presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world customized by user preferences..

40. (Previously Presented) The computer-implemented method of Claim 12 wherein the 3-D EPG includes a presentation of a virtual world selected by a programmer.